

**SERVICE DELIVERY REPORT (SDR)**  
**Local Government Limited Gaming Impact Fund**  
**WATER QUALITY MANAGEMENT**

Instructions for completing a Service Delivery Report may be found on the Department of Local Affairs website at:  
**[www.dola.state.co.us/LGS/FA/gaming.htm](http://www.dola.state.co.us/LGS/FA/gaming.htm)**

Reporting Entity (County, Municipality or Special District) Name and Address:

County of \_\_\_\_\_

Contact Person \_\_\_\_\_

Telephone # \_\_\_\_\_

1. Reporting Period: \_\_\_\_\_ Year (Note: Service delivery activity is calculated for each calendar year)

List major gaming residential or commercial developments that have occurred up-stream during or after 1997 which have affected raw water quality and have added to the expense of treating water for domestic use.

Name	Type (Residential or Commercial)	Size (Units or Sq. Ft.)	Date Occupied	Source of Data

2. Service Delivery Indicators.

The following provides a basis for comparison of a base year (1997) to the reporting year rather than establishing a specific gaming impact cost. This process is used given the ambiguities associated with delineating the cost of increased stream loading from up-stream developments against other prevalent factors such as population changes and increased operating costs. However, any dramatic change from the base year determined below may be directly correlated with the developments listed above.

- a. Annual personnel and operating cost for water treatment services during 1997. \$ \_\_\_\_\_
- b. Daily personnel and operating cost for water treatment services \$ \_\_\_\_\_  
(a. divided by 365)
- c. Average daily treated water consumption in 1997. \_\_\_\_\_ gal.
- d. Unit cost per gallon in 1997 (b. divided by c.) \$ \_\_\_\_\_
- e. Annual personnel and operating cost for water treatment services during reporting period. \$ \_\_\_\_\_
- f. Daily personnel and operating cost for water treatment during reporting period  
(e. divided by 365) \$ \_\_\_\_\_
- g. Average daily treated water consumption during reporting period. \_\_\_\_\_ gal.
- h. Unit cost per gallon during reporting period (f. divided by g.) \$ \_\_\_\_\_
- i. Change in daily service activity (g. minus c.). If zero or less, enter zero. \_\_\_\_\_ gal.
- j. Cost of change (h. minus d.). If zero or less, enter zero. \$ \_\_\_\_\_
- k. Number of gaming employees residing in jurisdiction. \_\_\_\_\_
- l. Number of gaming employees residing in jurisdiction during reporting period.  
(\*Available from the Department of Local Affairs) \_\_\_\_\_
- m. Net change in gaming employment (l. minus k.) \_\_\_\_\_
- n. Percentage change of gaming employees (m. divided by k.) \_\_\_\_\_ %

Note: if a cost is identified on line j. and an increase in gaming employees is recorded on line n., it is assumed that some of your personnel and operating costs have been affected by the presence of gaming. Provide an estimate of applicable personnel and operating costs in the Cost Recovery Form (Lines B.1. and B.2.) and justification for the amount of costs reported in Section C. If no cost is identified on line j. you may still estimate costs resulting from specific gaming commercial or residential developments. This also requires justification in Section C.